

Digital Art

- Promotes Creativity & Self Expression
- Great for all ages
- Easily Accessible
- Builds Self Confidence
- Great tool for students with disabilities
- Variety of art apps and websites



Using digital art in a classroom helps students to express themselves and promotes creativity. Digital art can be used as a center in the classroom, can be used as an art project, and can be used as a communication tool for students with disabilities. Digital art is easily accessible and can be used on computers, tablets, and smartphones.

Multimedia in the Classroom Resources

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Multimedia in the Classroom



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Fall 2014



Video in the Classroom

Technology is ever changing and this includes video usage. Using video in the classroom is beneficial on many levels. It is a great way to engage students during lectures and also in their own projects.

Strategies when using video:

- Preview the video before showing
- Pause/Rewind video often for discussion
- Give focus assignments (Nourish)

Sites for videos:

- Flickr, YouTube, TeacherTube, Blip, Google Drive, Vimeo. (EdTechTeacher)

Possible Student Projects:

- Book Trailer, Talk Show, Music Videos, Scene Reenactments, Scrap Book Videos. (EdTechTeacher)



PowerPoint and Next-Generation Presentation Tools

Technology is always advancing and there is always a new way of learning. Teachers are always presenting information in the classroom and with these new presentation tools teachers are learning to ways to inspire and engage students.

Benefits to using PowerPoint:

- Uses images to generate class discussion
- Promotes visual analysis of discussion topics
- Displays questions or comments for short writing assignments
- Use the slides as attention-getters
- Develops your own PowerPoint learning games

Next Generation Presentation Tools:

- Prezi
- Animoto
- Glogster



Photo-taking and Movie-Making with Students

Technology sometimes seems to boring and sitting on a computer playing game after game on a computer will lose their attention. Photo-taking and movie-making allows students to get up and move causing them to be more engaged on the material being learned.

Four main strategies being used in photo-taking and movie-making that makes it active:

1. Filming: Using cameras to create still or moving pictures.
2. Acting: Being filmed as part of learning activities.
3. Editing: Crafting what has been filmed into interesting visual presentations.
4. Viewing: Seeing what has been produced.